The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of claims:

1.   (Currently amended) A gaming system comprising:

a network server comprising a network server controller comprising a processor and a memory operatively coupled to said processor,

said network server controller being programmed to:

receive request data relating to a request for a game,

receive preference data relating to preferences of a ~~first~~ plurality of players including a first player and a second player,

receive game characteristics data relating to game characteristics of a plurality of available games,

~~generate a first result by selecting~~ select a ~~first~~ game from said plurality of available games, ~~wherein said selection of said first game is performed~~ by comparing said preferences of said first player ~~to said game characteristics of said plurality of available games, generate a second result by selecting a second game, wherein said selection of said second game is performed by comparing said first player preferences~~ with ~~a set of~~ said preferences of [[a]] said second player, ~~wherein said second result is the same as the first result,~~

provide said ~~first~~ game in response to said request,

a gaming apparatus operatively coupled to said network server, said gaming apparatus comprising: a display unit capable of generating video images, a value input device and a gaming apparatus controller comprising a processor and a memory operatively coupled to said processor,

said gaming apparatus controller being programmed to:

provide said network server with said request data,

receive game selection data relating to said ~~first~~ game,

cause said display unit to generate a game display relating to said ~~first~~ game,

determine a value payout associated with an outcome of said ~~first~~ game.

2.   (Currently amended) The gaming system as defined in claim 1,

wherein the network server is further programmed to suggest said ~~first~~ game which has been selected from said plurality of available games.

3.   (Canceled)

4.   (Previously presented) The gaming system as defined in claim 2, wherein said second player preferences comprise preferences of a particular player demographic.

5.   (Previously presented) The gaming system as defined in claim 2, wherein said network server controller is programmed to select an available game by comparing a game previously played by said first player to said plurality of available games.

6.   (Previously presented) The gaming system as defined in claim 2,
        wherein said network server controller is programmed to provide previous game data relating to a game previously played by said first player to said gaming apparatus,
        wherein said gaming apparatus controller is programmed to cause said display unit to generate a game display relating to said previously played game.

7.   (Previously presented) The gaming system as defined in claim 2,
        wherein said gaming apparatus controller is programmed to provide said network server controller with a player identification,
        wherein said network server controller is programmed to receive player profile data relating to a player profile associated with said player identification, said player profile data comprising said first player preferences.

8.   (Currently amended) The gaming system as defined in claim 2,
        wherein said network server controller is programmed to select a game characteristic from a plurality of game characteristics based upon said first player preferences to provide a game characteristic selection comprising said selected game characteristic,
        wherein said gaming apparatus controller is programmed to cause said display unit to generate a game characteristic selection display relating to said game characteristic selection,

wherein said gaming apparatus controller is programmed to implement a game characteristic from said game characteristic selection in said ~~first~~ game.

9.   (Currently amended) A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to:

receive preference data relating to preferences of a ~~first~~ plurality of players including a first player and a player type of a second player,

receive game characteristics data relating to game characteristics of a plurality of available games,

~~generate a first result by selecting~~ select a ~~first~~ game from said plurality of available games~~, wherein said selection of said first game is performed~~ by comparing said preferences of said first player to said ~~game characteristics of said plurality of available games, generate a second result by selecting a second game, wherein said selection of said second game is performed by comparing said first player~~ preferences ~~with a~~ of said player type of [[a]] said second player~~, wherein said first result is the same as said second result,~~

cause said display unit to generate a game selection display relating to said game selection,

cause said display unit to generate a game display relating to ~~one of the following games: said first~~ said game[[,]] including poker, blackjack, slots, keno, or bingo,

determine a value payout associated with an outcome of said ~~one of the games~~ game that is displayed.

10.   (Previously presented) The gaming apparatus as defined in claim 9, wherein said display unit comprises a video display unit that is capable of generating video images.

11.   (Currently amended) The gaming apparatus as defined in claim 10,

wherein said controller is programmed to cause a video image comprising an image of at least five playing cards to be displayed if said ~~one of the games~~ game that is displayed comprises video poker,

wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said ~~one of the games~~ game that is displayed comprises video slots,

wherein said controller is programmed to cause a video image comprising an image of a plurality of playing cards to be displayed if said ~~one of the games~~ game that is displayed comprises video blackjack,

wherein said controller is programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if said ~~one of the games~~ game that is displayed comprises video keno,

wherein said controller is programmed to cause a video image comprising an image of a bingo grid to be displayed if said ~~one of the games~~ game that is displayed comprises video bingo.

12.   (Previously presented) The gaming apparatus as defined in claim 9, wherein said display unit comprises at least one mechanical slot machine reel.

13.   (Canceled)

14.   (Previously presented) The gaming apparatus as defined in claim 9, wherein said controller is programmed to select at least one available game by comparing said first player preferences to preferences of said second player and selecting a game associated with said second player.

15.   (Previously Presented) The gaming apparatus as defined in claim 14, wherein said second player preferences comprise preferences of a particular player demographic.

16.   (Previously Presented) The gaming apparatus as defined in claim 9, wherein said controller is programmed to select at least one available game by comparing a game previously played by said first player to said plurality of available games.

17.   (Previously Presented) The gaming apparatus as defined in claim 9,

wherein said game selection display comprises a display relating to a game previously played by said first player,

wherein said controller is programmed to cause said display unit to generate a game display relating to said previously played game.

18.   (Previously Presented) The gaming apparatus as defined in claim 9,

wherein said controller is programmed to receive identification data relating to the identity of said first player,

wherein said controller is programmed to receive player profile data relating to a player profile associated with said player identity, said player profile data comprising said first player preferences.

19.   (Currently amended) The gaming apparatus as defined in claim 9,

wherein said controller is programmed to select a game characteristic from a plurality of game characteristics based upon said first player preferences to provide a game characteristic selection comprising said selected game characteristic,

wherein said controller is programmed to cause said display unit to generate a game characteristic selection display relating to said game characteristic selection,

wherein said controller is programmed to implement the game characteristic from said game characteristic selection in said ~~one of the games~~ game that is displayed.

20.   (Original) A gaming system comprising a plurality of gaming apparatuses as defined in claim 9, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

21.   (Previously presented) The gaming system as defined in claim 20, wherein said gaming apparatuses are interconnected via the Internet.

22.   (Currently amended) A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to receive preference data relating to preferences of a ~~first~~ plurality of players including a first player and a second player,

said controller being programmed to ~~generate a first result by selecting~~ select a ~~first~~ game characteristic from a plurality of game characteristics associated with a plurality of available games, ~~wherein said selection of the first game characteristic is based upon said first player preferences, said controller being programmed to generate a second result by selecting a second game characteristic based upon~~ by comparing said first player preferences with a ·plurality of preferences of a ~~demographic of a~~ second player, wherein said second player is other than said first player, ~~wherein said second result is the same as said first result,~~

said controller being programmed to cause said display unit to generate a game characteristic selection display relating to said ~~first~~ game characteristic,

said controller being programmed to cause said display unit to generate a game display relating to one of the following games: poker, blackjack, slots, keno or bingo,

said controller being programmed to implement the ~~first~~ game characteristic in said one of [[the]] said games that is displayed,

said controller being programmed to determine a value payout associated with an outcome of said one of [[the]] said games that is displayed.

23. (Currently amended) The gaming apparatus as defined in claim 22, wherein said ~~first~~ game characteristic comprises a payout table.

24. (Currently amended) The gaming apparatus as defined in claim 22, wherein said ~~first~~ game characteristic comprises a game theme.

25. (Currently amended) The gaming apparatus as defined in claim 22, wherein said ~~first~~ game characteristic comprises a minimum bet.

26. (Currently amended) The gaming apparatus as defined in claim 22, wherein said ~~first~~ game characteristic comprises a game type.

27. (Canceled)

28. (Currently amended) The gaming apparatus as defined in claim 22, wherein said controller is programmed to ~~select the second game characteristic by comparing said first player preferences to preferences of said second player and selecting a~~ perform the selection by selecting, based on the comparison, said game characteristic associated with said second player.

29. (Canceled)

30. (Previously presented) The gaming apparatus as defined in claim 22, wherein said controller is programmed to select a game characteristic by comparing a game characteristic of a game previously played by said first player to said plurality of game characteristics.

31. (Canceled)

32. (Original) A gaming system comprising a plurality of gaming apparatuses as defined in claim 22, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

33. (Currently amended) A gaming method, comprising:
　　receiving identification data relating to ~~[[the]]~~ an identity of a first player;
　　receiving player profile data relating to a player profile associated with said player identity, said player profile comprising preference data relating to preferences of said first player;
　　~~generating a first result by~~ selecting a ~~first~~ game from a plurality of available games, ~~wherein said selecting the first game is performed based upon said first player preferences, generating a second result by selecting a second game based upon a demographic of~~ by comparing said first player preferences with a plurality of preferences of a second player wherein said second player is other than said first player, ~~wherein said first result is the same as the second result;~~

causing a game display of ~~one of the following games to be generated:~~ said ~~first~~ game[[,]] including poker, blackjack, slots, keno or bingo; and

determining a value payout associated with an outcome of said ~~one of the games~~ game represented by said game display comprising a video image.

34.   (Currently amended)   The gaming method as defined in claim 33, additionally comprising:

receiving game characteristics data relating to characteristics of said ~~available~~ game[[,]];

~~wherein selecting a first game from a plurality of available games comprises~~ comparing said first player preferences to said game characteristics ~~data~~; and

selecting a game from the plurality of available games based on said comparing of said first player preferences with said game characteristics data.

35.   (Currently amended) The gaming method as defined in claim 33, wherein said selecting the ~~second~~ game from the plurality of available games comprises~~: comparing said first player preferences to preferences of said second player, and~~ selecting a game associated with said second player based on the comparison.

36.   (Currently amended) The gaming method as defined in claim 33, further comprising:

~~selecting a game from the plurality of available games comprises~~ comparing a game previously played by said first player to said available games; and selecting said previously-played game from said available games.

37.   (Previously presented) The gaming method as defined in claim 33, additionally comprising:

causing a game display relating to a game previously played by said first player to be generated;

causing a game display relating to said previously played game to be generated.

38.   (Currently amended)   The gaming method as defined in claim 33, additionally comprising:

selecting a game characteristic from a plurality of game characteristics based upon said first player preferences to provide a game characteristic selection;

causing a game characteristic selection display relating to said game characteristic selection to be generated;

implementing the game characteristic from said game characteristic selection in said ~~one of the games~~ game that is displayed.